

## COMMERCIAL VENTURES

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### STORYDUST (ENTREPRENEUR FIRST) 2018 -

- [<https://storydust.ai>] Technical co-founder (CTO) responsible for tech vision, roadmap, execution and hiring.
- Designed and built Google-quality AI image search via user learning ontology with subsecond result time through map-reduce network-level query planning.
- Designed and built enterprise-scale image processing queue indexing over a million Instagram photos of people using brands' products.
- Backend: Infrastructure-as-code containerised microservice infrastructure (Node.js/Docker/CoreOS/RabbitMQ/Redis) on Google Cloud Platform, DigitalOcean and Azure with dynamic load balancing and alerting. 100% critical path automated test coverage.
- Frontend: Mobile-first app (React/create-react-app)

### EPSILON DATA 2015 - 2017

- [<https://epsilondata.co.uk>] Technical co-founder of profitable automated marketing startup.
- Lead generation by finding Twitter conversations and replying intelligently through brands' Twitter handles. Test-driven strategy to avoid spam.
- WYSIWYG landing pages with tracking from automated tweets through to website via client-side SDK.
- "Deep Profiles" parallel crawler technology automatically associating LinkedIn, Twitter and Facebook profiles for clustering.
- API-first insight platform (Node.js/restify) with 0 downtime deployments through CloudFlare API. Failsafe integrations with Twitter, Google Images, Mapbox, GeoNames and Genderize.io.
- Self-service responsive "Client Portal" app (Angular) consuming insight platform APIs.
- Beautiful slide deck reporting with impress.js, Chartist and wkhtmltopdf. 3-year old codebase migrated to Browserify, Babel and Sass build system.
- One-to-one mentoring with the UK's leading ethical tourism charity.

### DARK FLOW 2011 - 2012

- [<https://youtube.com/watch?v=Y3QpVo25lw>] Lead developer of true cross platform game maker in a team of 5.
- Implemented Mac/Windows/Linux game support through .NET bytecode runner; browser and mobile support through JavaScript generation.

### DS GAME MAKER 2007 - 2011

- [<http://gamemakerblog.com/2010/09/22/ds/>] Developer of famous Nintendo DS homebrew game making software.
- Sold over 1,500 serial codes and 350 physical 'Homebrew Kits' by age 17.
- Adopted at American summer camps and site licenses sold worldwide. International logistics work with Hong Kong and support in German and Dutch.

## WORK HISTORY

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### ENGINEER FEB 17 - MAR 18





#### Beamery Ltd, London

- Early hire in full stack engineering for Beamery pre-Series A to post-Series B. Beamery is the world's most advanced sourcing and recruitment marketing platform, empowering companies to treat candidates like customers.
- Pair-lead development of candidate-facing Beamery Pages product (Angular) which was key to Balfour Beatty's "Outstanding Impact Transformation & Change" win in the Firm Awards.
- Lead frontend development of hiring analytics product (tracking the candidate journey from first visit to hire through Angular/Keen.io/Elasticsearch) and GDPR compliance.
- Mentored Founders & Coders interns through a full agile project alongside daily junior developer mentoring and pair programming.
- Ran company-wide knowledge sharing sessions on NLP and web components, and established end-to-end testing with Selenium and Cucumber.
- Worked directly with Facebook, Balfour Beatty, Grab, Greenhouse and Roivant.

### ENGINEER MAR 16 - FEB 17


#### PlayStation (Sony Interactive Entertainment Europe R&D West), London

- Full stack engineering for PlayStation's best-in-class developer support platform.
- Individual responsibility and leadership on application's frontend strategy: build process, dependency management, universal JavaScript, migration of tightly coupled frontend/backend code to APIs and Angular.
- Regular work in San Mateo, delivering Angular training to London and California senior developers.
- Lead agile planning and sprint reviews, regularly presenting to Japanese stakeholders.
- Successful long term sprint visualisation project with GitHub/Rally APIs and D3.
- Supported Architecture Board with greenfield AWS project (Node.js lambdas, Serverless, CloudFormation, Elasticsearch and SNS).

- ENGINEER**  **(NDA), London**  
JAN 15 - MAR 16
- Full stack engineering visualising complex agency-client relationship data. Co-lead introduction of code reviews, git flow and knowledge sharing sessions.
- DATA ENGINEER**  **Relative Insight Ltd, Lancaster**  
NOV 14 - OCT 15
- Developed Python web scrapers for high profile brands including Oxford University and Smirnoff. Published Mumsnet language normalisation algorithms.
- DEVELOPER**  **DataCentred Ltd, MediaCityUK, Manchester**  
JUN 14 - SEP 14
- Internship. Co-delivered customer facing support app in Ruby on Rails and Angular within 3 months, reflecting JIRA ticket activity in real-time. Implemented LDAP support in OSS project phpipam.
- DEVELOPER**  **NextWorldWeb Ltd, InfoLab21, Lancaster**  
JUN 13 - MAY 14
- Moved large legacy ecommerce systems to CakePHP, CS-Cart and WordPress. Automated WordPress theme creation from any site.









## EDUCATION

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- 2012 – 2015  **2:1 Computer Science BSc (Hons), University of Lancaster, UK**
- Distributed Systems; AI; Advanced Internet & Mobile Applications; Operating Systems & Concurrency; Functional Programming (Erlang/Python); Digital Systems (Pure Mathematics, Assembly, Compilers). First Year German Studies.






## HACKATHONS, CONFERENCES & TALKS

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- JUL 17  **#HackingTalent**  
First Prize. Suggesting top candidates for hard-to-fill vacancies by classifying text descriptions to form structured vacancy data from job descriptions alone. Team of 3.
- JUL 17  **AngelHack London**  
Chatbot-esque personal assistant Chrome extension promoting mindfulness by understanding local browser history. Frameworkless Web Components frontend; Elasticsearch and Node.js backend with multiple API providers. Team of 4.
- SEP 16  **Capco Hackathon with Monzo and Loqr**  
First Prize. API clustering spend data from Monzo's API to create financial personality profiles. Tinder-like profile matching client (Angular). Deployed in > 5 hours' keyboard time. Team of 3.
- FEB 16  **PHP UK Hackathon**  
Second Prize. Real time websocket powered Twitter sentiment analysis "topic battle" with MonkeyLearn, Pusher, Angular and HTML5 canvas tag clouds.
- NOV 14  **Global Startup Weekend 2014**  
First Prize. One line JavaScript embed code for reputation based comments, quantifying personality to eliminate on-line trolls. Team of 4.
- NOV 14  **Nintendo DS Homebrew, 2014 Edition**  
Speaker at DunDDD conference, University of Dundee. "Adventures in the retro Homebrew Scene" and live demo of writing Nintendo DS homebrew.
- MAR 14  **Hack Smart Streets 2014**  
'Most Commercially Viable' Prize. API for public bodies to detect decaying street furniture from crowdsourced imagery using ffmpeg and .NET image analysis. Team of 4.
- AUG 13  **LeedsHack 2013**  
First Prize. Mobile AR game 'Pacman City' on Google Maps. Team of 3.

## PROFILE

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- LEADERSHIP**  **The Computer Science Society:** President (Lancaster, 2014 - 2015)  
 **InterTech LGBT+ Diversity Forum:** Organiser (London, 2014 - 2017)
- LANGUAGES**  **English:** Native  **German:** Fluent  **Spanish:** Learning